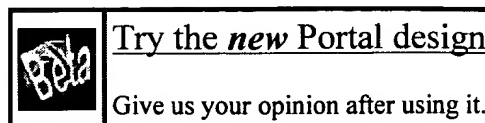


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1	0	6634949.pn. and (attribut\$5 with (descrip\$9 describ\$6))	USPAT	2004/02/23 10:21
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3	1	6634949.pn. and (output\$5 display\$5)	USPAT	2004/02/23 10:34
-	0	6448980.pn. and profile\$5	USPAT	2004/02/20 15:40
-	6973	profile\$5 with present\$9	USPAT	2004/02/20 15:41
-	556	profile\$5 with presentation\$9	USPAT	2004/02/20 15:41
-	1	profile\$5 with presentation\$9 with survey\$5	USPAT	2004/02/20 15:42
-	558	profile\$5 with survey\$5	USPAT	2004/02/20 15:46
-	192	(character? with navigat\$9)	USPAT	2004/02/20 15:49
-	15	((character? with navigat\$9)) and (707/\$ 709/\$ 705/\$).ccls.	USPAT	2004/02/20 15:47
-	5	(character\$6 with (alter adj ego))	USPAT	2004/02/20 16:01
-	28	character\$6 and (alter adj ego)	USPAT	2004/02/20 16:03
-	1	(character\$6 with navigat\$9) and (alter adj ego)	USPAT	2004/02/20 16:09
-	1	(creat\$6 navigat\$6) with (alter adj ego)	USPAT	2004/02/20 16:10
-	29	(alter adj ego)	USPAT	2004/02/20 17:02
-	2	(("6157913") or ("20020069220")).PN.	USPAT;	2004/02/23 10:20
-	1	game\$3 with (charater\$9)	US-PGPUB USPAT	2004/02/20 17:19



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 Yasuyuki Sumi , Kenji Mase
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 This paper presents a system called AgentSalon, which facilitates face-to-face knowledge exchange and discussion by people having shared interests, in museums, schools, offices, academic conferences, etc. This system was designed as a sub-system of our ongoing project to construct a personal agent system for tour guidance and knowledge sharing among users. AgentSalon has a big screen for two to five users. The screen shows conversations among animated agents belonging to the users. The pers ...
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 Abbe Don
Proceedings of the third ACM international conference on Multimedia January 1995
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 LiQin Tan , Roberta K. Tarbell , Robert Wuilfe
Educators program from the 30th annual conference on Computer graphics and interactive techniques July 2003
 The study of art history is an exciting and rewarding one, but one in which the student frequently encounters complex and difficult to understand concepts. Traditional methodologies for educators presenting these ideas to students have included slides, lectures, textbooks and videos of static works of art. In our technologically driven and media-saturated society, though, high school and early college students in introductory art history courses respond more positively to today's multimedia peda ...
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Proceedings of the second ACM international conference on Multimedia October 1994

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 R. W. Doran
ACM SIGARCH Computer Architecture News September 1975
 Volume 4 Issue 3
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 Yasuyuki Sumi , Kenji Mase
ACM SIGGROUP Bulletin December 2000
 Volume 21 Issue 3
 In this paper, we propose a notion of facilitating encounters and knowledge sharing among people having shared interests and experiences in museums, conferences, etc. In order to show our approach and current status, this paper presents our project to build a communityware system situated in real-world contexts. The aims of the project are to build a tour guidance system personalized according to its user's individual contexts, and to facilitate knowledge communications among communities by matc ...
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 Ubiquitous Computing Entertainment
 Staffan Björk , Jussi Holopainen , Peter Ljungstrand , Karl-Petter Åkesson
Personal and Ubiquitous Computing January 2002
 Volume 6 Issue 5-6
 We report from a Research Atelier that explored how ubiquitous computing could be applied to fun and entertainment. The Atelier lasted for five days, starting with two days of scenario development and brainstorming activities. This led to three fairly concrete – though very different – game ideas. The background and motivation for the Atelier is described, as well as the method used and the games developed.
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 Marcel Gagné
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 Volume 32 Issue 6
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 Naoko Tosa
Proceedings of the sixth ACM international conference on Multimedia: Technologies for interactive movies September 1998
- 13** Personal computer adventure games: their structure, principles, and applicability for 77

 training

Edward Ju , Christian Wagner

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 William R. Sherman , Alan B. Craig**ACM SIGGRAPH Computer Graphics** November 1995

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Virtual Reality is a new and rapidly developing technology. As a technological extension to computer graphics, and in fact the computer in general, VR is a medium --- a means of communication. Like any medium, the use or "reading" of VR has to be learned. That is, the user becomes literate with the medium. Often, we tend to think of literacy in terms of whether one can read or write words on a page. However, that is just literacy of one medium (the written word). There are many forms of communication ...

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